

BRAND THEFT AUTO

The Criminal Underworld Board Game

NUMBER OF PLAYERS

This game is to be played by 2 players or 2 teams of players.

THE AIM OF THE GAME

You each play against each other as rival gangs slowly building up your wealth through doing missions. This money can be used to buy weapons, recruit gang members or to take on better paying Missions. Making sure to remove any opposing gang members along the way to keep them from generating their wealth. Eventually you will have enough money to buy the explosive for destroying your opponents hideout making you the winner!

KEEPING TRACK OF GAME PROGRESS

It may be necessary for each player to use a notepad to keep track of all game events. (for example, number of steps taken, current mission progress, What Gang Member a Cop is targeting, what weapons are bought by an opposing gang member, etc.) A player may choose to keep their Weapon Cards hidden while not in a Battle Phase. Mission Cards must remain visible and shown to opponent if requested so that Mission Completion can be verified.

PLAYERS TURNS

*Each player will start their turn by rolling the dice which will determine a **Set Number of Squares** they can move for that turn, once they have finished carrying out Objectives/Tasks after and have use up all their Set Number of Squares their turn is over. **Players are free to use these steps how they choose.** A Player is not limited by which gang member they move and may divide the set number of squares between different members of their gang to achieve multiple Objectives/Tasks in 1 turn. They can stop at any point to perform any tasks, Battle Phase, etc.*

HOW TO MOVE ON BOARD

*Each player will start with Their Player Piece at their Respective Gang Hideout Square. This will be a **PLAYER PIECE: PEDESTRIAN**.*

***When Using a “PLAYER PIECE: PEDESTRIAN”** the footpath squares must be used to count steps. Road Squares can only be used as steps to get to the “Footpath Squares” directly opposite, the road counts as a step. A Footpath Square can only be occupied by 1 Player Piece at a time. To step on a Footpath Square occupied by an opponents Player Piece Battle Phase Must be entered to determine which piece will now occupy that square. If its a Gang Member belonging to the Player then they may jump this step without counting it to the square directly opposite.*

***When Using a “PLAYER PIECE: VEHICLE”:** the road squares will be used to count steps. The Player inside a vehicle is safe from being targeted by a Battle Phase but may Target any Player/Gang Member on the Footpath squares surrounding their Road Square. Battle Phase will play out as it normally would. If a “PLAYER PIECE: PEDESTRIAN” is standing on a road square then they can be killed instantly if a “PLAYER PIECE: VEHICLE“ steps onto that Road Square.*

BATTLE PHASE

***A Battle Phase is Entered When:** a player selects a **Target** that is within range (Range = Number of Squares) Range can only be counted in straight lines but can include road squares. Players can only Target the other Player during their turn. There is no limit to the number of times a Player may Enter a Battle Phase per turn. Battle Phases are decided primarily by which Player has the highest Power Value, Range Value as a secondary factor.*

***If the Power Value of the Player is Higher than the Target:** then the Target is killed and sent back to its respective BUILDING SQUARE.*

***If the Power Value of the Player is Lower than the Target:** then the Targets Range Value will be checked and if the Target has a Range Value that is equal to or higher than the Player then the Player will be killed and sent back to its respective BUILDING SQUARE.*

***If the Power Value of each player is Equal:** then a coin is flipped,
HEADS = BOTH KILLED
TAILS = BOTH SURVIVE*

ENTERING A BUILDING

Each Player is assigned a Hideout which Can Only be used/stepped on by its Respective Owners. All other Building Squares are Neutral and are Open to both Players. A Player can choose to enter any "BUILDING SQUARE" by stepping on the arrow square in front of it. Stepping on/off a BUILDING SQUARE from the Arrow Square counts as a step. There is no limit to how many Players/Gang Members can be inside any building at any given time. A player can stay in a building for as long as they choose and will exit by being placed on the arrow square. If there are multiple doors to a building the player is free to exit the building out of either door.

***Buildings listed as Public:** A Player may Enter/Exit a Public Building as many times as they choose by as many Players/Gang Members as they choose in the same turn. A Player is safe from being targeted by any Battle Phase **outside** of the building. A Battle Phase can still be initiated by either Player/Team from within the BUILDING SQUARE if the Target shares that Square*

Buildings listed as Private:** are Safe Zones and no Battle Phase can Target a Player/Gang Member whilst inside that Square. **When entering a Private building the Players turn is over!

WEAPON CARDS

*When there is no Weapon Card being held then the Values listed as **Weapon Card: FIST** are applied. Any Gang Member can hold a **Weapon Card**, these can be purchased at the **Gun Store**. There is limited stock so 1st come 1st served. Each Gang Member can only hold 1 Weapon Card at a time and must return any previously held card when buying a new 1.*

SECONDARY WEAPON CARDS

These Weapon Cards may be held by a Player as well as a Weapon Card and it may be played at any time or kept unused for any amount of time it is as the name imply s, a secondary Weapon. All Secondary Weapon Cards can be used only once by a player and must return to its respective Deck after use.

MISSION CARDS

*A Player/Gang Member Can, if they choose, to Start a Mission by standing on the arrow square in front of a **Mission Card Deck** and drawing the top card. The Player/Gang Member will hold that Mission Card until they have either completed/failed that Mission. A held Mission Card cannot be replaced with a new Mission Card. Some Missions cost money to be started but also have a better payout. The Player/Gang Member **Does Not** need to step into the building to draw a mission Card but they can if they choose to.*

***If the card is is drawn without entering the building:** then it is not the end of their turn and they can continue their Steps.*

***If the card is is drawn when entering the building:** then the Players turn ends but they have the benefit of being in a Safe Zone*

***To Complete A Mission:** all tasks must be competed on a held mission card by its respective holder and upon completion the player will be paid the amount on card. The card is then returned to the bottom of its respective deck.*

***If a Mission Card Holder is killed/Arrested:** then the Mission is failed and the Mission Card is Returned to the bottom of its respective deck.*

***Continuing a Failed Mission:** The Player has the option to continue the Mission Card from its current progress by passing it onto another Player/Gang Member providing they aren't already holding a Mission Card.*

RECRUITING GANG MEMBERS

***Each Player can Hire A New Recruit:** by entering the various Pubs/Clubs and paying the set price for that gang member. A Gang Member will act in the same way as the player and can carry out their own missions.*

***The Recruit Becomes a Permanent Gang Member:** after the player has successfully completed a Mission Card held by that recruit.*

***If a new recruit is killed:** before completing its held Mission then it will be sent back to its Respective Pub/Club and any held Weapon Cards are removed.*

***If a Gang Member is killed:** they are sent back to the respective Players Hideout. Gang Members **do not** lose their held Weapon Cards when killed.*

POLICE TURNS

A Cop will be dispatched from the Police Station when a Mission Card implies.

*This role will be taken on by the Opposing Player as a Separate Turn to be taken before their own turn. That Cop can only target the Mission Card Holder as well as any additional Mission Card Holders that require it. Any Gang Member can target the Cop. The Cop can initiate a Battle Phase the same way as the player using the Values listed as **Weapon Card: POLICE**. In addition, they are able to arrest the Mission Card Holder by standing on their Square.*

***If the Cop kills the Mission Card Holder:** then the card holder fails their Mission and is sent back to their respective Gang Hideout.*

***If the Cop Arrests the Mission Card Holder:** then the card holder fails the mission as well as having their Weapon Card Seized. Then Sent to police station for 3 turns (only the gang member in jail is unable to move). The player will have the option to pay \$2,000 to be sent back to Gang Hideout instead.*

***If the Cop is killed:** a new 1 will be dispatched from the police station and this will continue until the mission card is returned to deck.*

CASINO RULES

Any player can gamble up to \$10,000 at a time. The opposing player flips a coin and if the player calls it they double their money. If called correctly that player can choose to bet again. This may be repeated until its called wrong.

CHAOS CARDS

***Chaos Cards** consist of the 2 mandatory Decks “**A WALK IN THE PARK**” & “**CHAOS ALLEY**” as well as a 3rd **Optional** deck “**THE ALLEYWAY THAT LEADS TO HEAVEN&HELL**”. There is no limit to the number of times the Player can draw these cards and if a Player chooses they can use their steps to move off the arrow and back on to repeat drawing these cards.*

***A WALK IN THE PARK:** This park is out the way and your not likely to come here unless you just want a nice walk in the park
70/30 chance of a Bonus or Penalty both of less significant impact.*

CHAOS ALLEY: *This Alleyway serves as a shortcut when navigating across the board but may have more problems lurking down it so take at your own risk 25/75 chance of a Bonus or Penalty both of more significant impact.*

THE ALLEYWAY THAT LEADS TO HEAVEN&HELL: This Deck is optional and may be removed/added at start of game only! This Deck isn't intended to be a get rich quick scheme and should not be in play if used as such! *This is intended to act as a fail-safe for those who are losing and are want to quit....*

50/50 chance of losing the game (To their relief) or getting \$500,000 (Possibly making them want to try and turn the game back round)

GANG MEMBER RECRUITS

| NAME OF LOCATION | NUMBER OF PEOPLE | PRICE TO RECRUIT |
|------------------|------------------|------------------|
| Club A | 2 | \$5,000 |
| Club B | 3 | \$10,000 |
| Pub A | 1 | \$2,000 |
| Pub B | 2 | \$8,000 |

WEAPON CARDS

| WEAPON | PRICE | POWER | RANGE |
|------------------|----------|-------|-------|
| POLICE | - | 5 | 3 |
| FIST | - | 1 | 1 |
| KNUCKLE DUSTER | \$1,000 | 2 | 1 |
| BASEBALL BAT | \$2,000 | 2 | 2 |
| KNIFE | \$5,000 | 3 | 1 |
| PISTOL | \$10,000 | 4 | 4 |
| UZI | \$15,000 | 5 | 4 |
| AK-47 | \$20,000 | 5 | 5 |
| M-60 | \$30,000 | 6 | 5 |
| SHOTGUN | \$30,000 | 7 | 3 |
| FLAMETHROWER | \$30,000 | 8 | 1 |
| SNIPER RIFLE | \$50,000 | 6 | 10 |
| GRENADE LAUNCHER | \$50,000 | 9 | 4 |
| MASAMUNE | \$50,000 | 10 | 1 |

SECONDARY WEAPON CARDS

| WEAPON | PRICE | POWER | RANGE |
|-----------------|------------|-------|-------|
| BODY ARMOUR | \$30,000 | - | - |
| ROCKET LAUNCHER | \$30,000 | 11 | 5 |
| BODY ARMOUR | CHAOS CARD | - | - |
| 1 BAD BATCH | CHAOS CARD | 10 | 1 |
| PLASMA RIFLE | CHAOS CARD | 12 | 6 |
| SAIYAN PRINCE | CHAOS CARD | - | - |
| POLICE BRIBE | CHAOS CARD | - | - |

BUILDING SQUARES

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ROCK THE BLOCK

Shit ain't moving as fast as usual, people are startin' to kick it,,,, maybe they listenen' to too much B.D.P. or maybe even found J.C.... either way, go remind these X-fiends what they missin! And Don't come back till the you fed the Whole Block!!! Oh ye,and make sure you take out any competition movin' on my streets!

MISSION OBJECTIVES

You must complete a full lap around the Block without missing any Footpath Squares.

MISSION CONDITIONS

You can not change direction once started

You can not step on any road square

This Mission will be Completed by stepping on the Arrow Square for this Mission Card Deck

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| <p><u>ITCHY.....TASTY....</u></p> <p><i>As walk through the alley passing the nearby Human Testing Lab where junkies can get some quick dollar you notice a Green Mist seeping out a nearby Sewer. This shit BURNS like Acid! Foaming at the Mouth and scratching off chunks of flesh you have a sudden hunger that consumes your mind and possesses your body..</i></p> <p>For the Next 3 Turns you can ONLY move this Player Piece. This Player Piece will Lose ALL Held Cards. During These 3 Turns this player can not die and will Hold this Card as a Weapon Card. At the end of the 3rd turn the holder of this card will die.</p> | |
| <p><u>1 BAD BATCH</u></p> <p><i>You find a Junkie with a needle hanging out his arm when suddenly it gives you an idea... any dodgy gear like that could make an extremely deadly weapon, you pull it from his arm and keep it ready to use!!</i></p> <p></p> <p><u>SECONDARY WEAPON CARD</u> <u>(Single use only)</u></p> | <p>POWER 15</p> <p>RANGE 2</p> |
| <p><u>BODY ARMOUR</u></p> <p><i>You find a dead body in the ally! Although his brains are splattered across the floor, he appears to be wearing Mint condition Body Armour, Too good to go to waste, Take it for yourself.</i></p> <p></p> <p><u>SECONDARY WEAPON CARD</u> <u>(Single use only)</u></p> <p>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</p> | <p>POWER 10</p> <p>RANGE 1</p> |

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| <u>KNUCKLE DUSTER</u>  | <u>POWER</u> 2 |
| | <u>RANGE</u> 1 |
| <u>BASEBALL BAT</u>  | <u>POWER</u> 2 |
| | <u>RANGE</u> 2 |
| <u>KNIFE</u>  | <u>POWER</u> 3 |
| | <u>RANGE</u> 1 |
| <u>PISTOL</u>  | <u>POWER</u> 4 |
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| <u>UZI</u>  | <u>POWER</u> 5 |
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| <u>KNUCKLE DUSTER</u>  | <u>POWER</u> 2 |
| | <u>RANGE</u> 1 |
| <u>BASEBALL BAT</u>  | <u>POWER</u> 2 |
| | <u>RANGE</u> 2 |
| <u>KNIFE</u>  | <u>POWER</u> 3 |
| | <u>RANGE</u> 1 |
| <u>PISTOL</u>  | <u>POWER</u> 4 |
| | <u>RANGE</u> 4 |
| <u>UZI</u>  | <u>POWER</u> 5 |
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| <p><u>AK-47</u></p>  | <p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>5</p> |
| <p><u>M-60</u></p>  | <p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>5</p> |
| <p><u>SHOTGUN</u></p>  | <p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p> |
| <p><u>FLAMETHROWER</u></p>  | <p><u>POWER</u></p> <p>8</p> <p><u>RANGE</u></p> <p>1</p> |
| <p><u>SNIPER RIFLE</u></p>  | <p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>10</p> |

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| <p><u>AK-47</u></p>  | <p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>5</p> |
| <p><u>M-60</u></p>  | <p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>5</p> |
| <p><u>SHOTGUN</u></p>  | <p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p> |
| <p><u>FLAMETHROWER</u></p>  | <p><u>POWER</u></p> <p>8</p> <p><u>RANGE</u></p> <p>1</p> |
| <p><u>SNIPER RIFLE</u></p>  | <p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>10</p> |

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| <p><u>GRENADE LAUNCHER</u></p>  | <p><u>POWER</u></p> <p>9</p> <p><u>RANGE</u></p> <p>4</p> |
| <p><u>MASAMUNE</u></p>  | <p><u>POWER</u></p> <p>10</p> <p><u>RANGE</u></p> <p>1</p> |
| <p><u>PISTOL</u></p>  | <p><u>POWER</u></p> <p>4</p> <p><u>RANGE</u></p> <p>4</p> |
| <p><u>UZI</u></p>  | <p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>4</p> |
| <p><u>AK-47</u></p>  | <p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>5</p> |

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| <p><u>GRENADE LAUNCHER</u></p>  | <p><u>POWER</u></p> <p>9</p> <p><u>RANGE</u></p> <p>4</p> |
| <p><u>MASAMUNE</u></p>  | <p><u>POWER</u></p> <p>10</p> <p><u>RANGE</u></p> <p>1</p> |
| <p><u>PISTOL</u></p>  | <p><u>POWER</u></p> <p>4</p> <p><u>RANGE</u></p> <p>4</p> |
| <p><u>UZI</u></p>  | <p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>4</p> |
| <p><u>AK-47</u></p>  | <p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>5</p> |

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| <p><u>M-60</u></p>  | <p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>5</p> |
| <p><u>SHOTGUN</u></p>  | <p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p> |
| <p><u>FLAMETHROWER</u></p>  | <p><u>POWER</u></p> <p>8</p> <p><u>RANGE</u></p> <p>1</p> |
| <p><u>ROCKET LAUNCHER</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> | <p><u>POWER</u></p> <p>11</p> <p><u>RANGE</u></p> <p>5</p> |
| <p><u>BODY ARMOUR</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> <p>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</p> | <p><u>POWER</u></p> <p>-</p> <p><u>RANGE</u></p> <p>-</p> |

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| <p><u>M-60</u></p>  | <p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>5</p> |
| <p><u>SHOTGUN</u></p>  | <p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p> |
| <p><u>FLAMETHROWER</u></p>  | <p><u>POWER</u></p> <p>8</p> <p><u>RANGE</u></p> <p>1</p> |
| <p><u>ROCKET LAUNCHER</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> | <p><u>POWER</u></p> <p>11</p> <p><u>RANGE</u></p> <p>5</p> |
| <p><u>BODY ARMOUR</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> <p>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</p> | <p><u>POWER</u></p> <p>-</p> <p><u>RANGE</u></p> <p>-</p> |

HIDEOUT A

POLICE STATION

MISSION CARD SET

TAXI

TAXI

MISSION CARD SET

Casino NIGHT

PUB - A

CLUB - B

Chaos Alley

TAXI

MISSION CARD SET

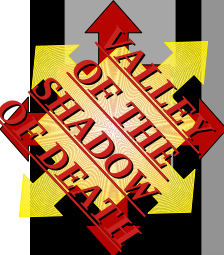
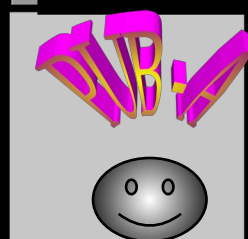
KENDO'S (GUN STORE)

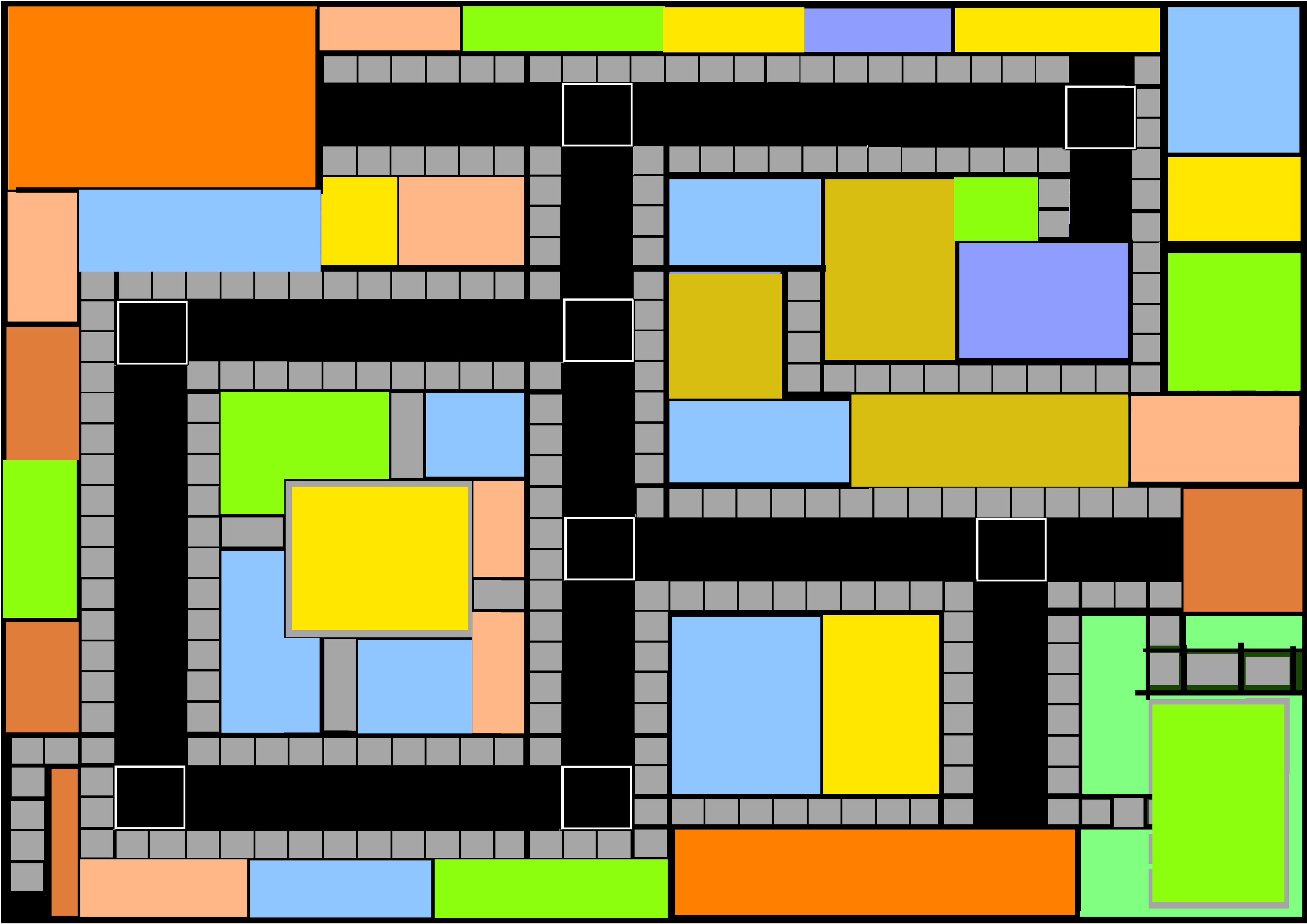
TAXI

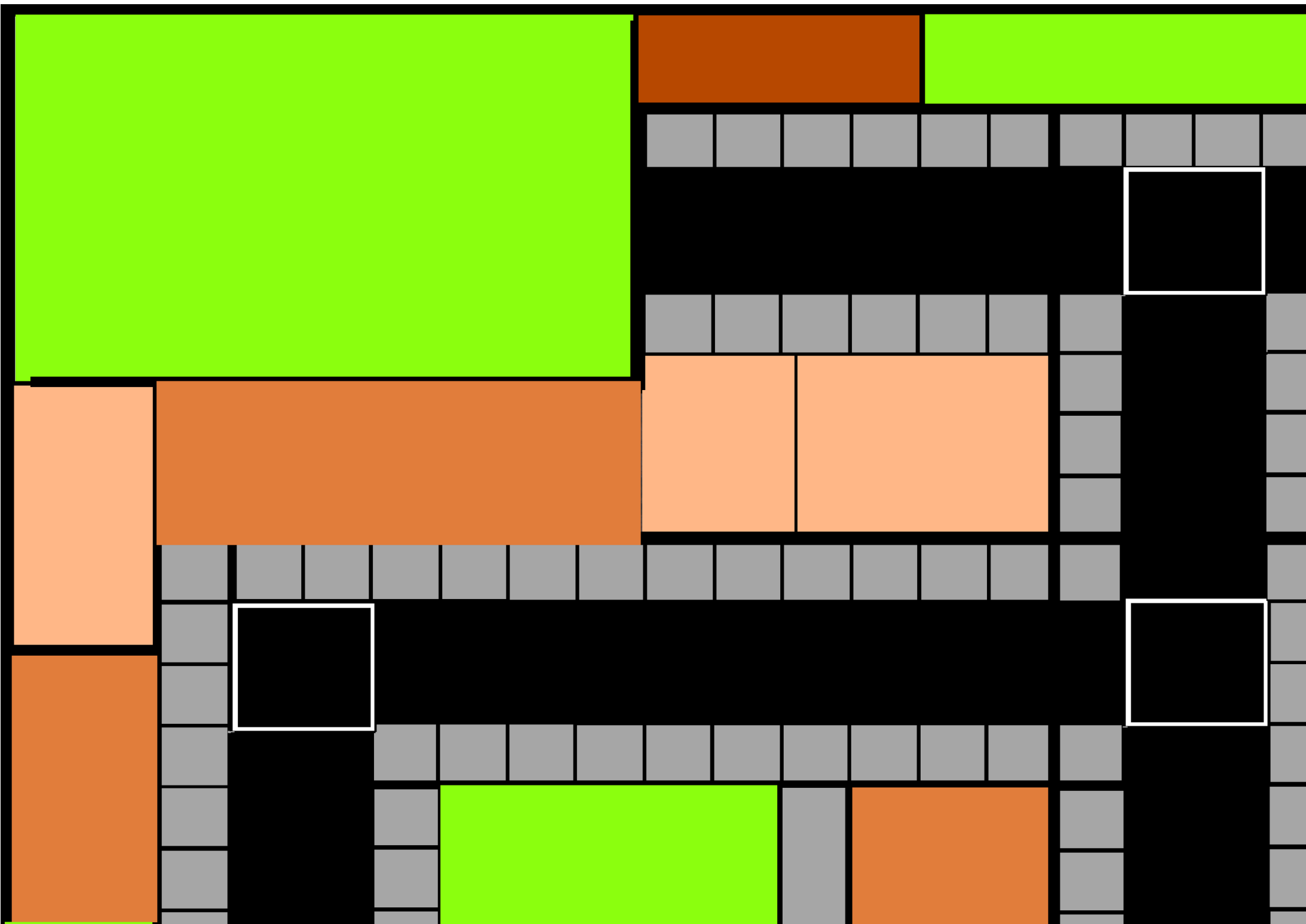
CLUB - A

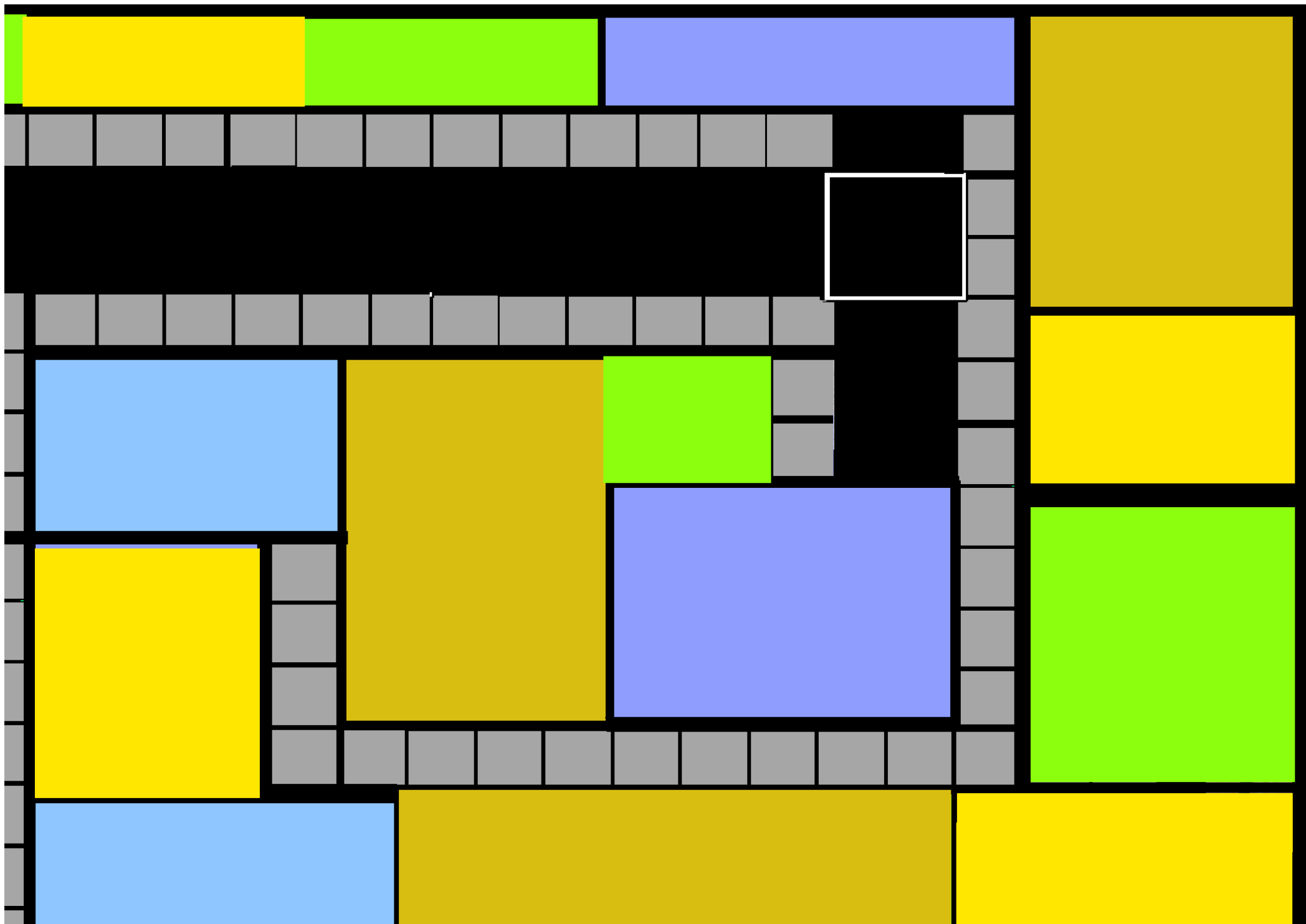
HIDEOUT B

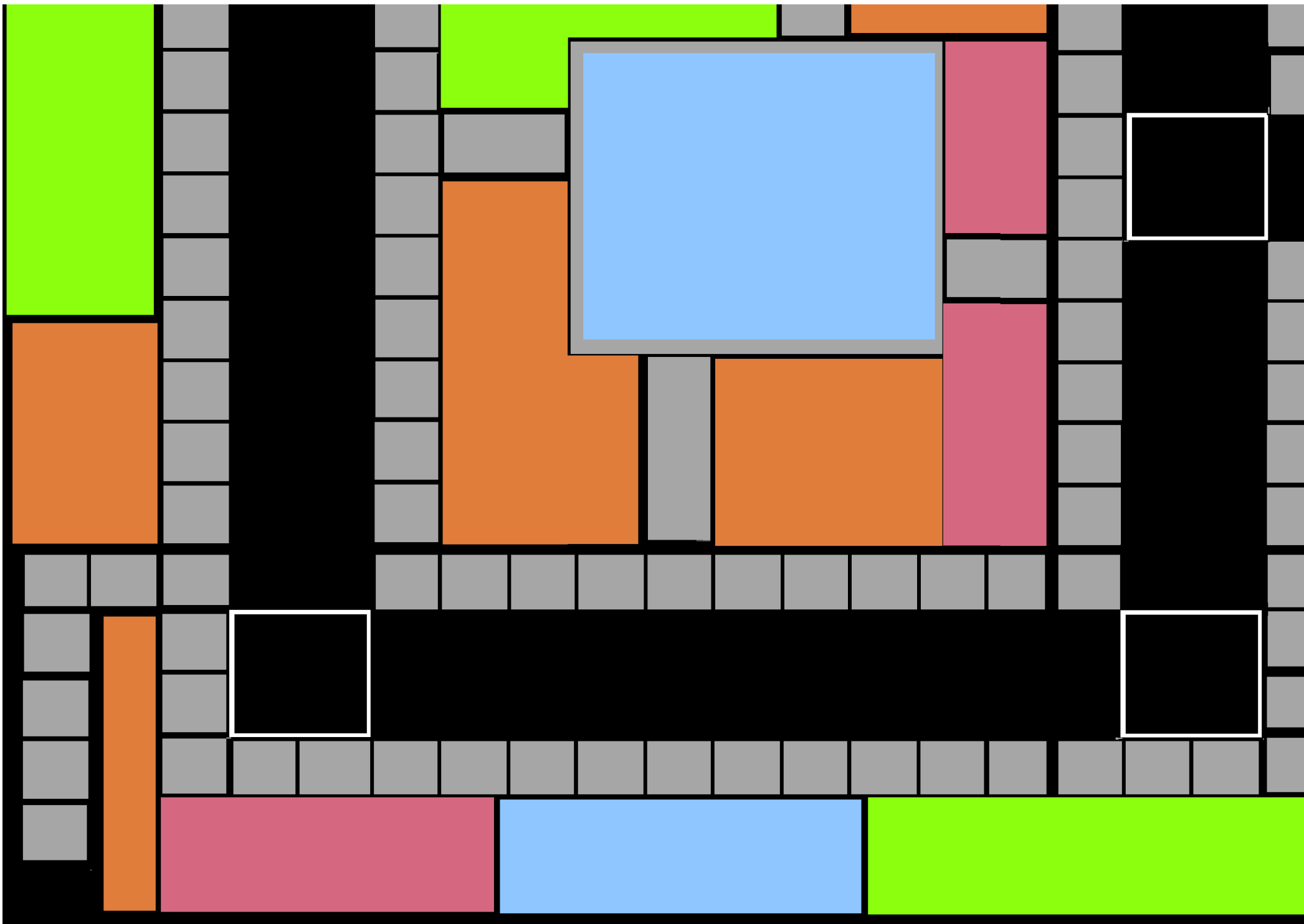
A WALK IN THE PARK

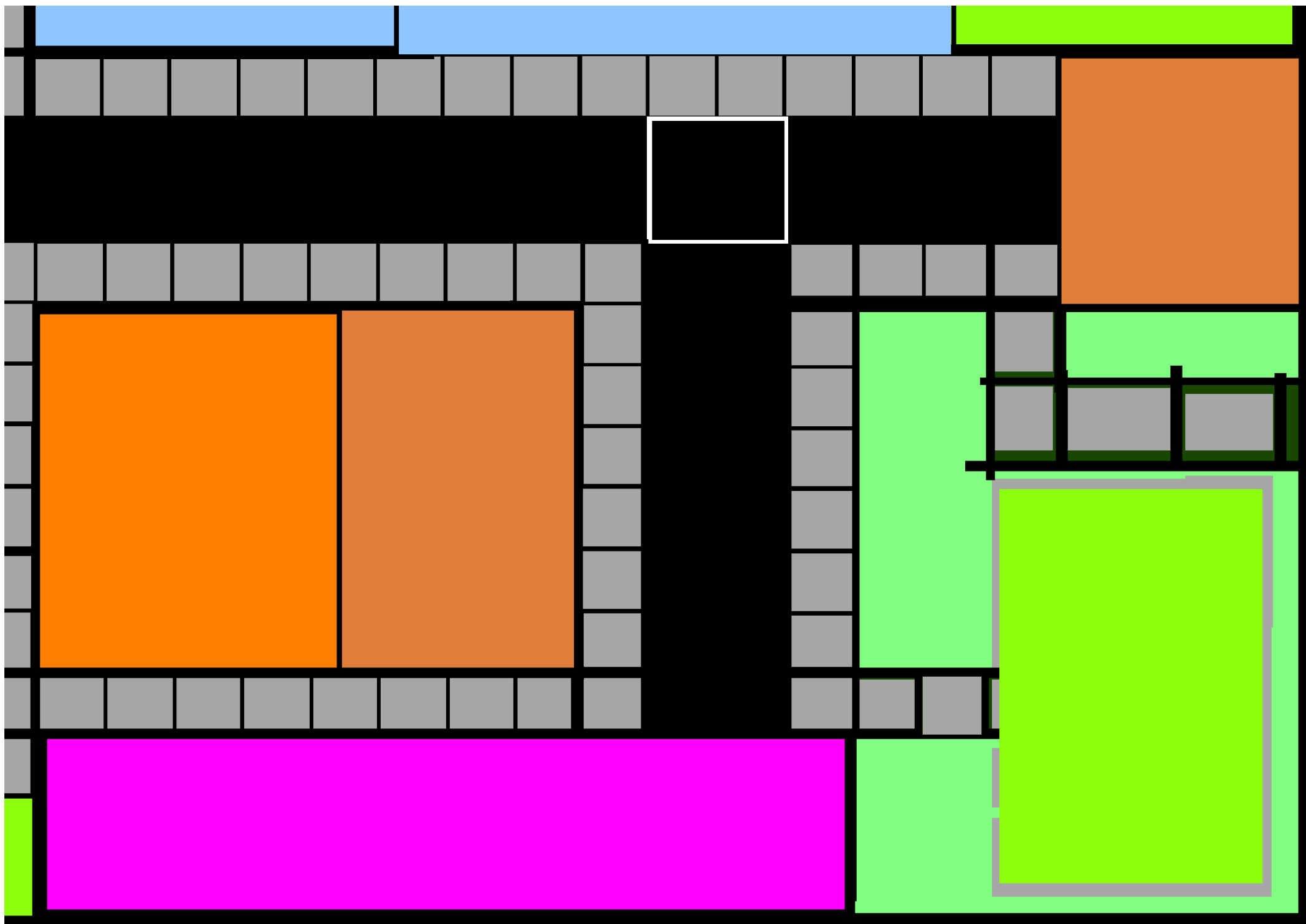


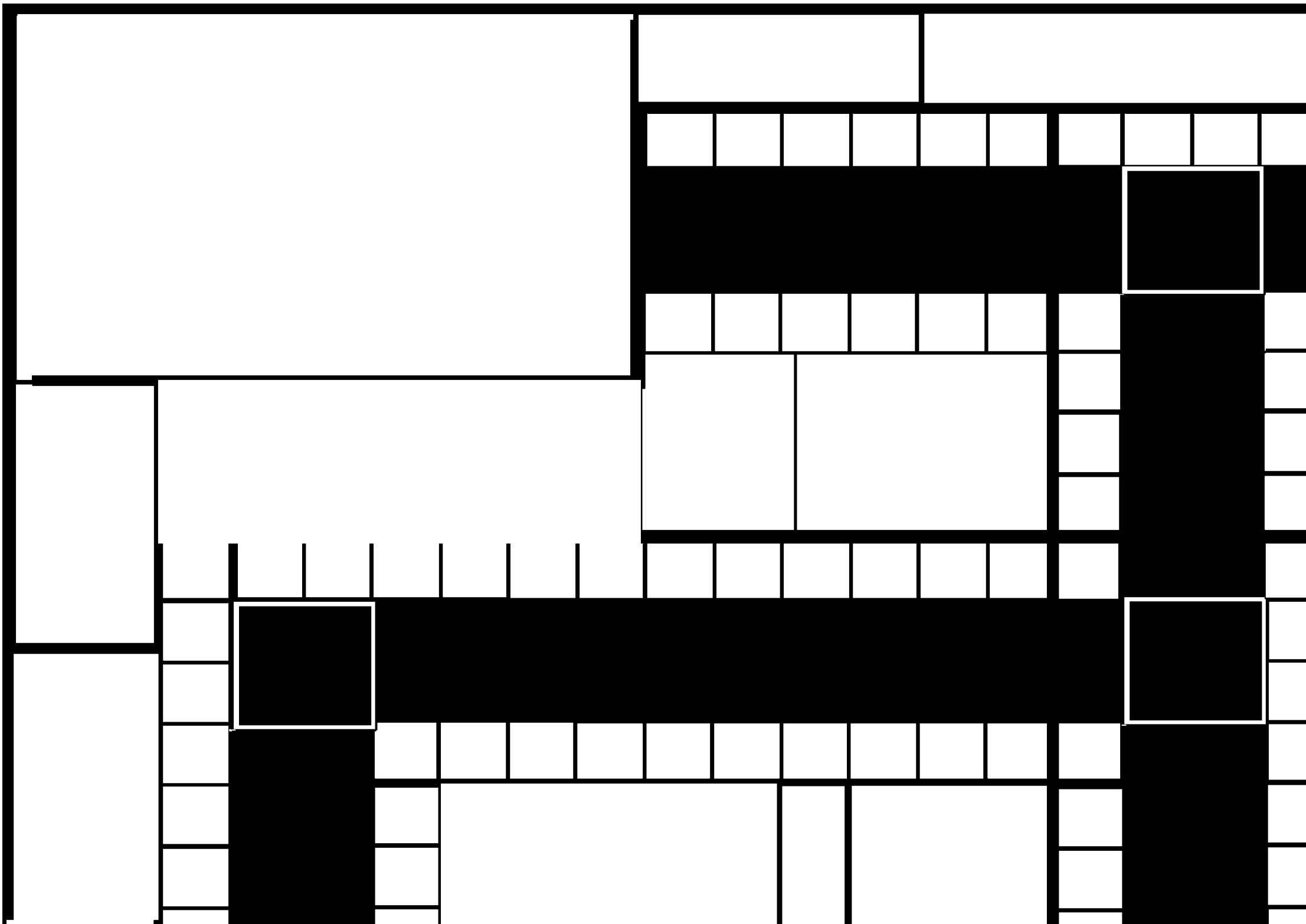


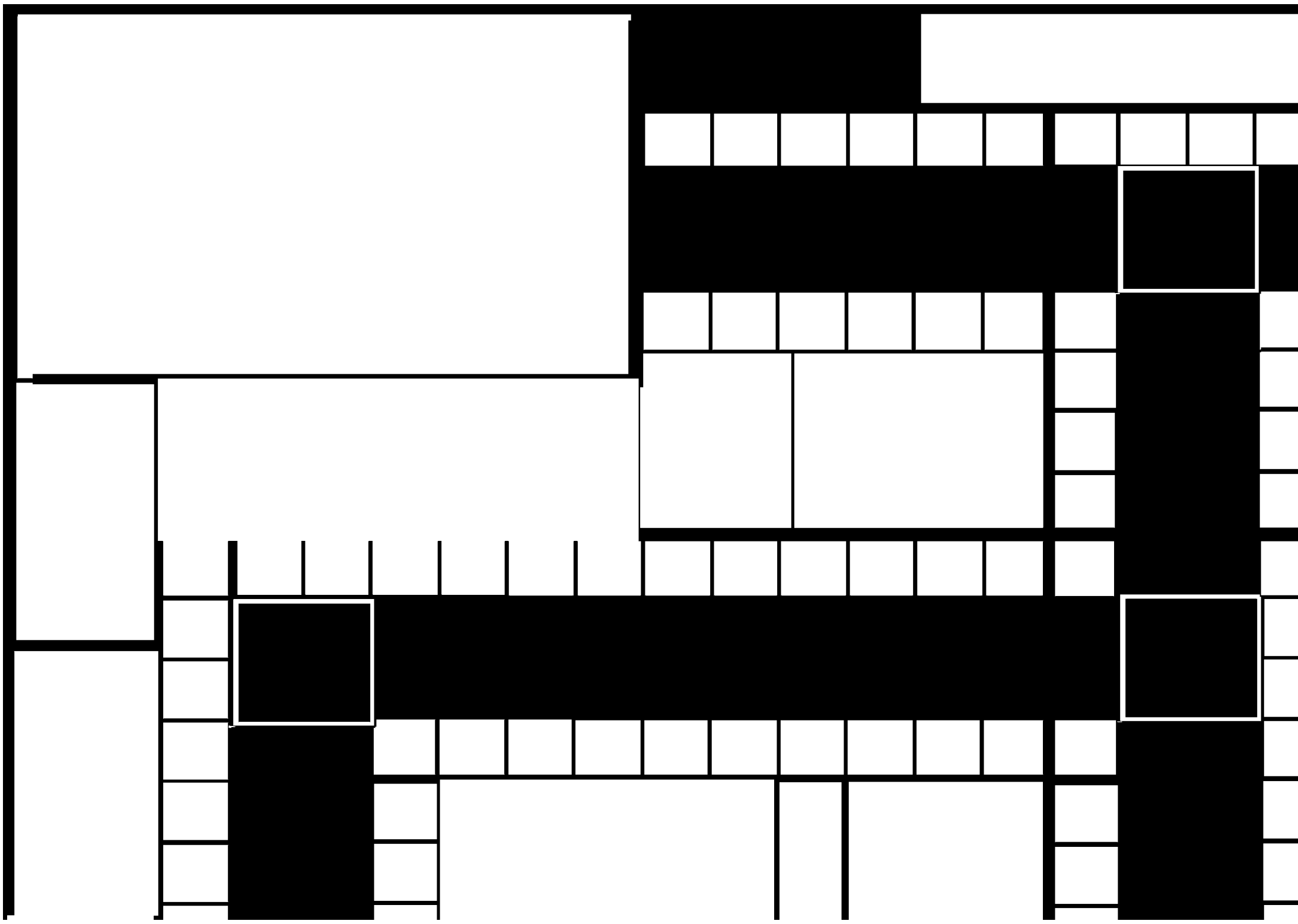


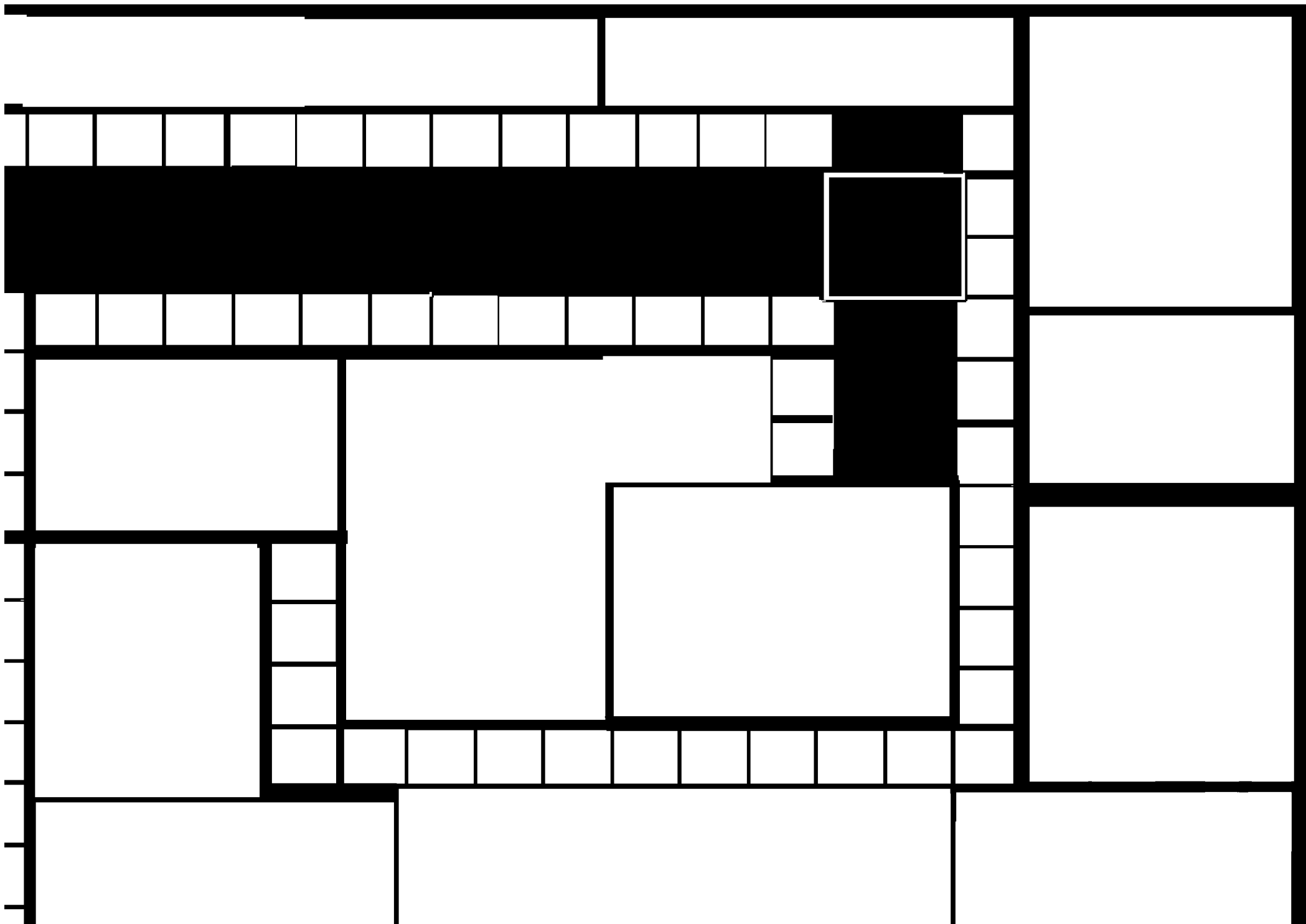


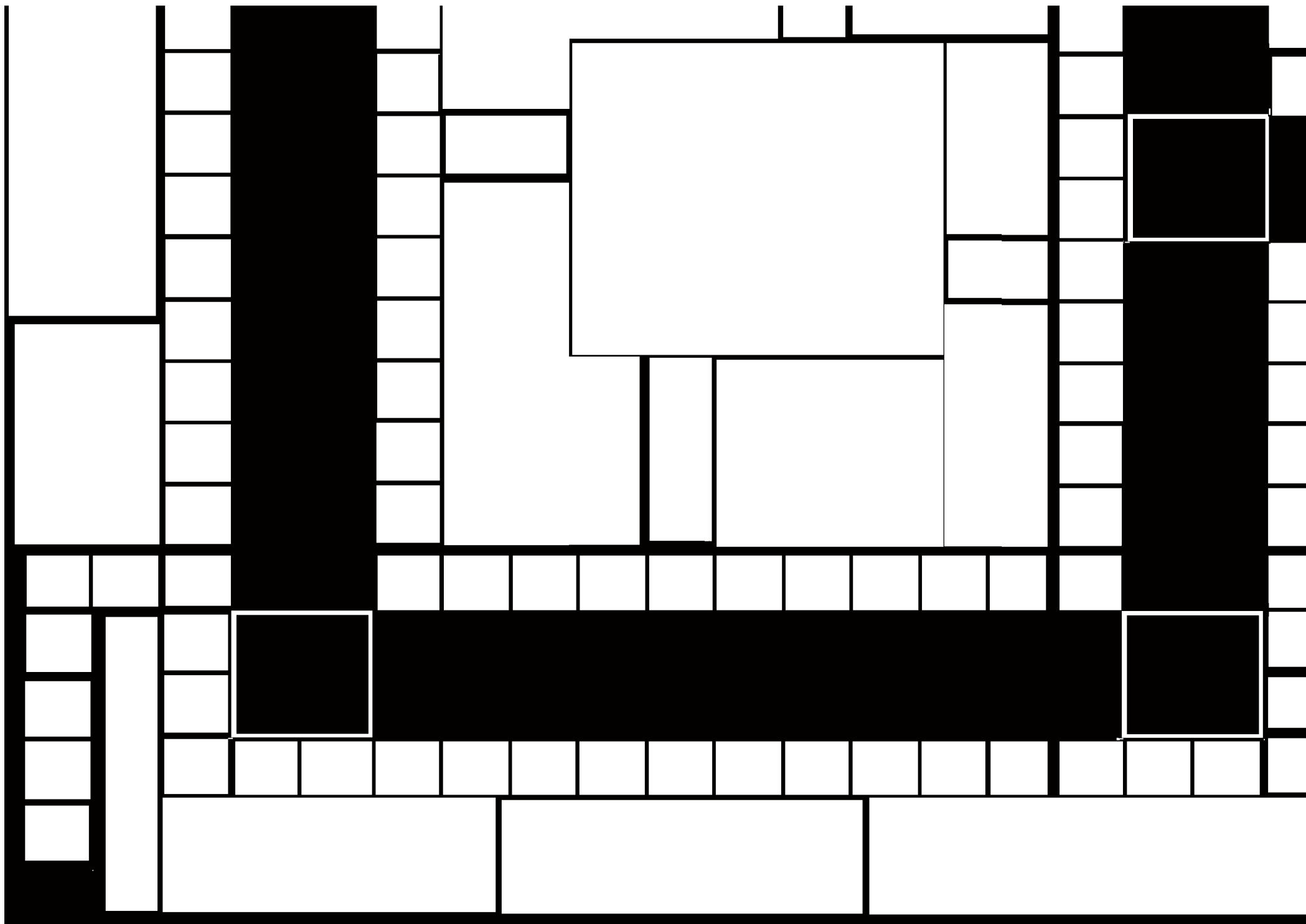


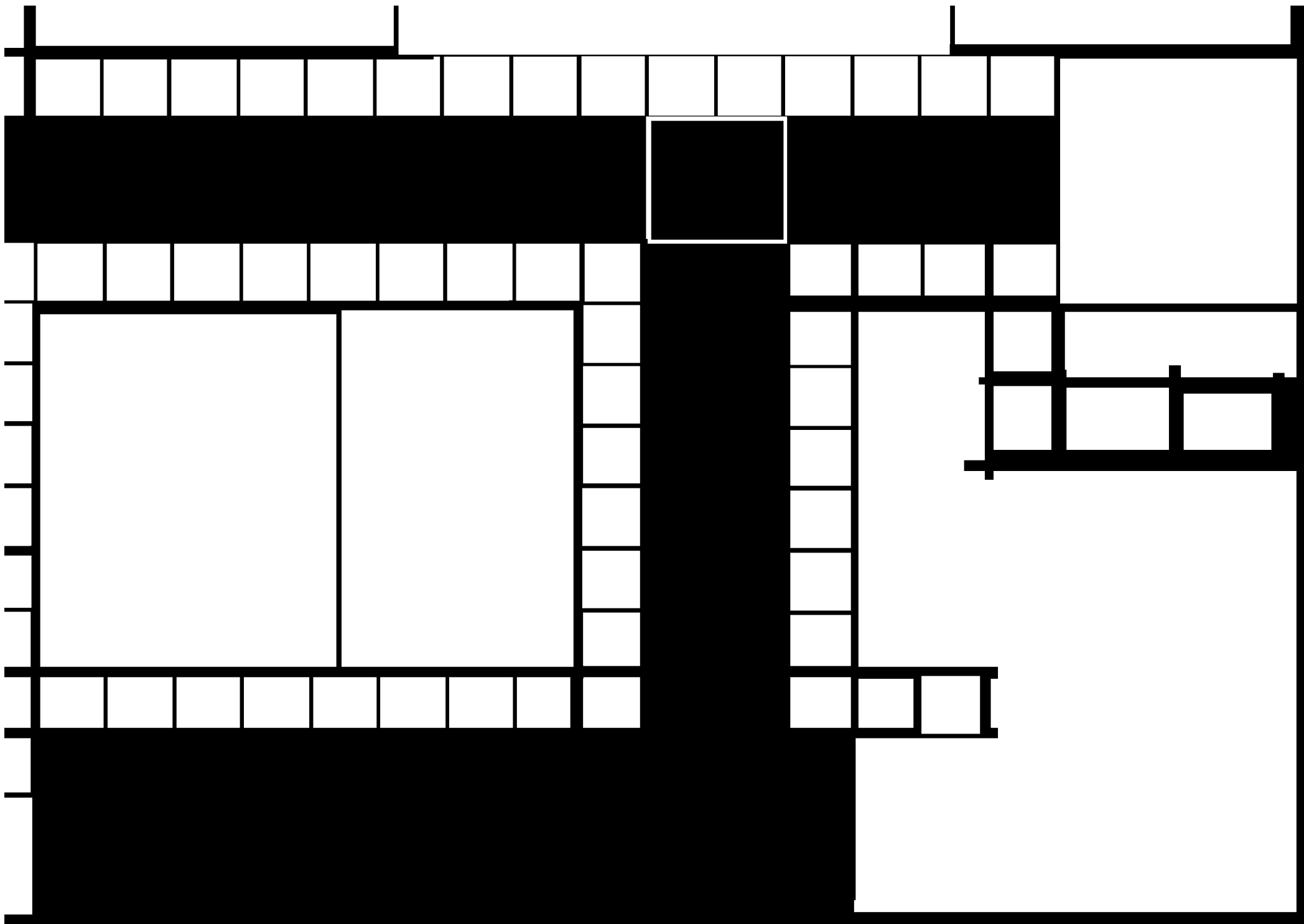












HIDEOUT A

POLICE STATION

MISSION CARD SET

TAXI

TAXI

MISSION CARD SET

Casino NIGHT

PUB - A

CLUB - B

Chaos Alley

TAXI

MISSION CARD SET

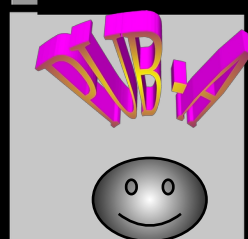
KENDO'S (GUN STORE)

TAXI

CLUB - A

HIDEOUT B

A WALK IN THE PARK



MISSION CARD SET

MISSION CARD SET



VALLEY OF THE SHADOW OF DEATH

